FIG. 1

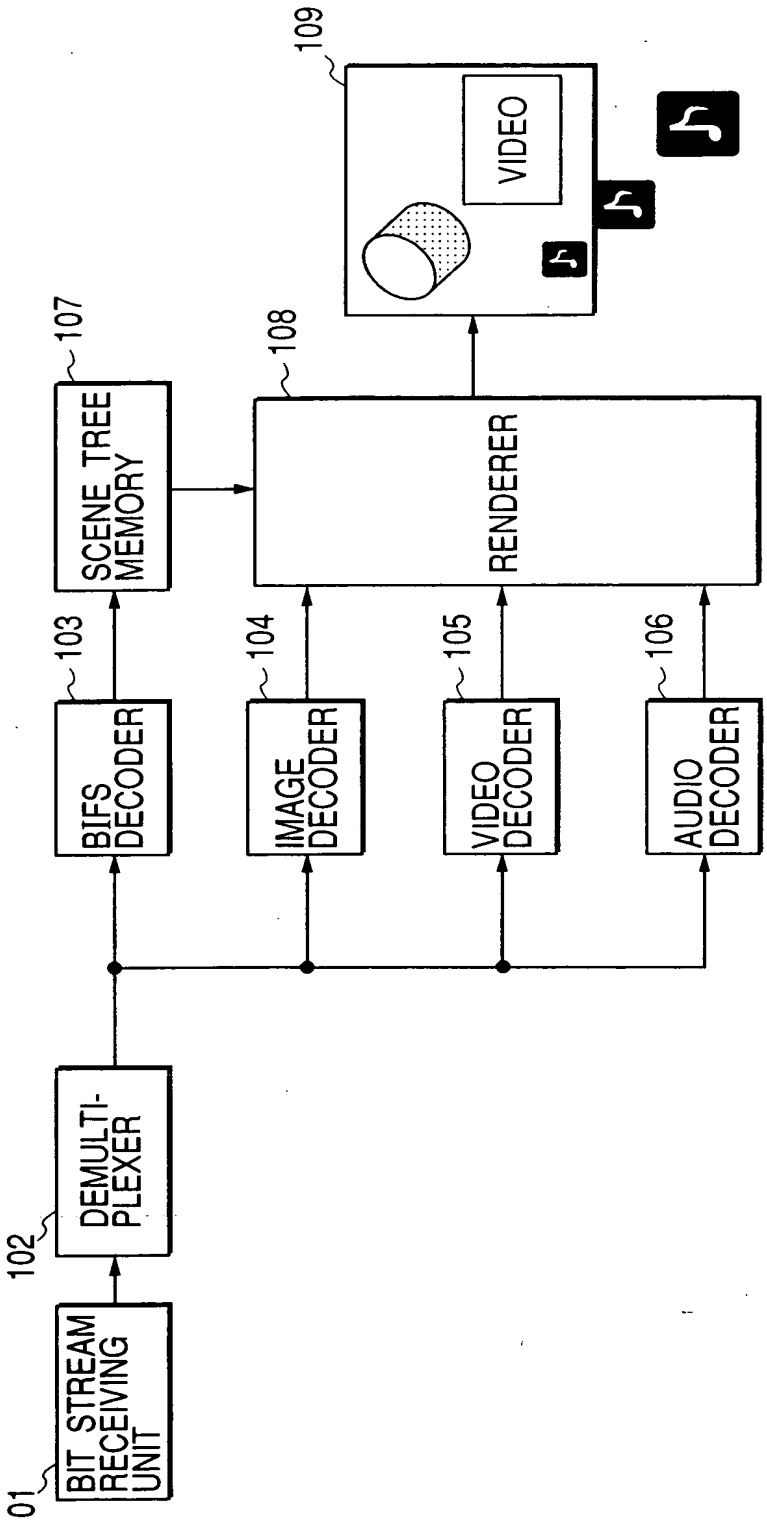
101
BIT STREAM RECEIVING UNIT
102
DEMULTI-PLEXER
103
BIFS DECODER
104
IMAGE DECODER
105
VIDEO DECODER
106
AUDIO DECODER
107
SCENE TREE MEMORY
108
RENDERER
109
VIDEO

FIG. 2

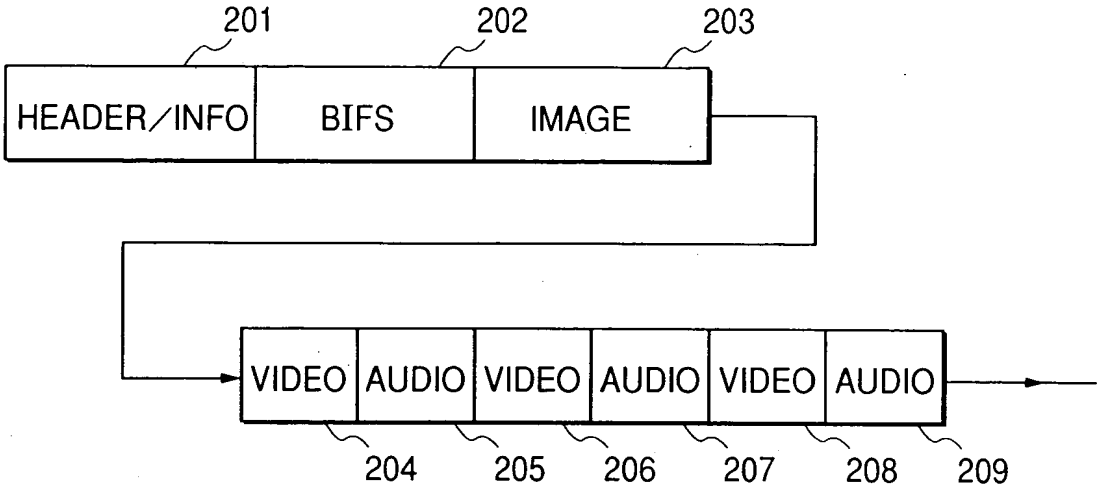
201
202
203
HEADER/INFO
BIFS
IMAGE
VIDEO
AUDIO
VIDEO
AUDIO
VIDEO
AUDIO
204
205
206
207
208
209

FIG. 3

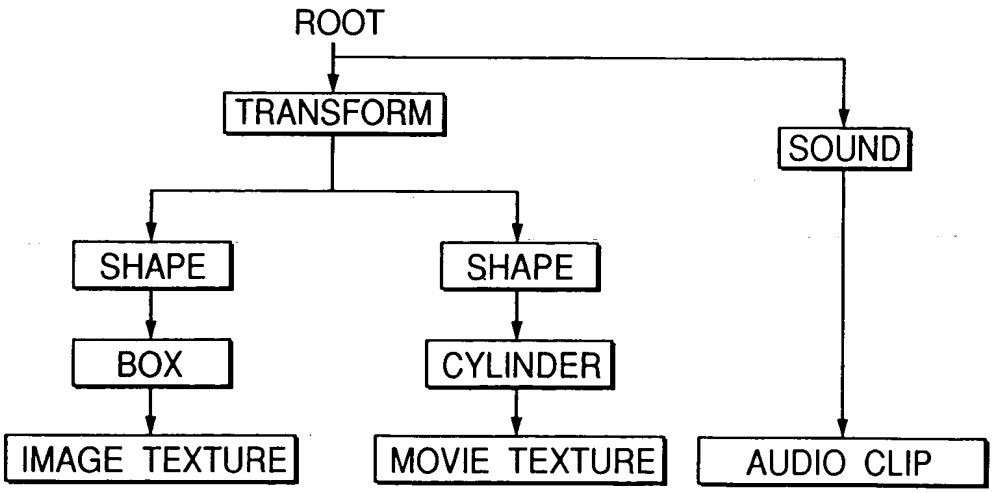
ROOT
TRANSFORM
SOUND
SHAPE
SHAPE
BOX
CYLINDER
IMAGE TEXTURE
MOVIE TEXTURE
AUDIO CLIP

FIG. 4

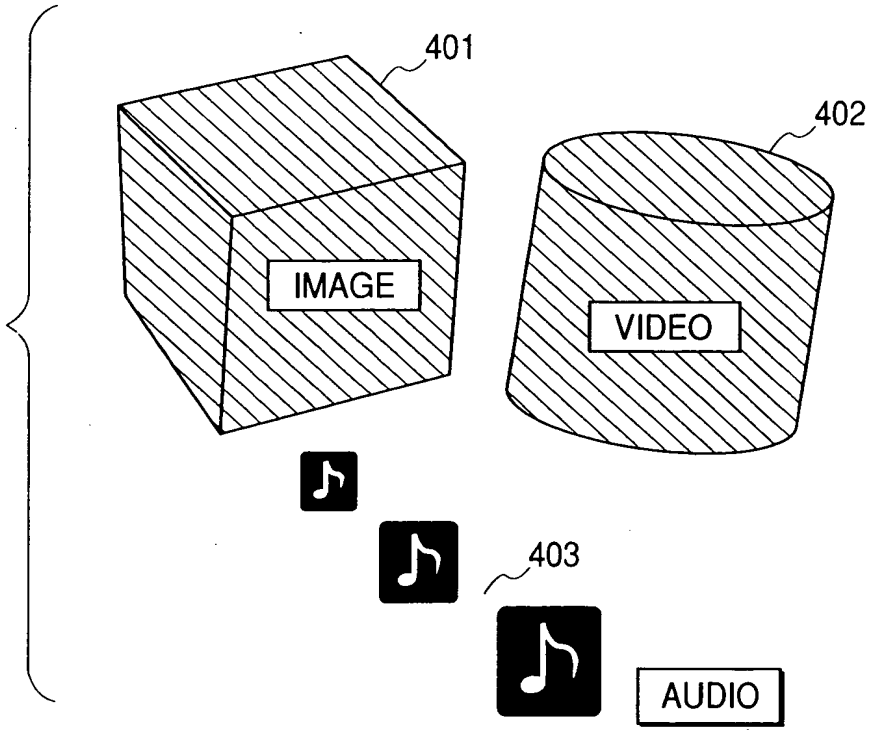
401
IMAGE
402
VIDEO
403
AUDIO

FIG. 5

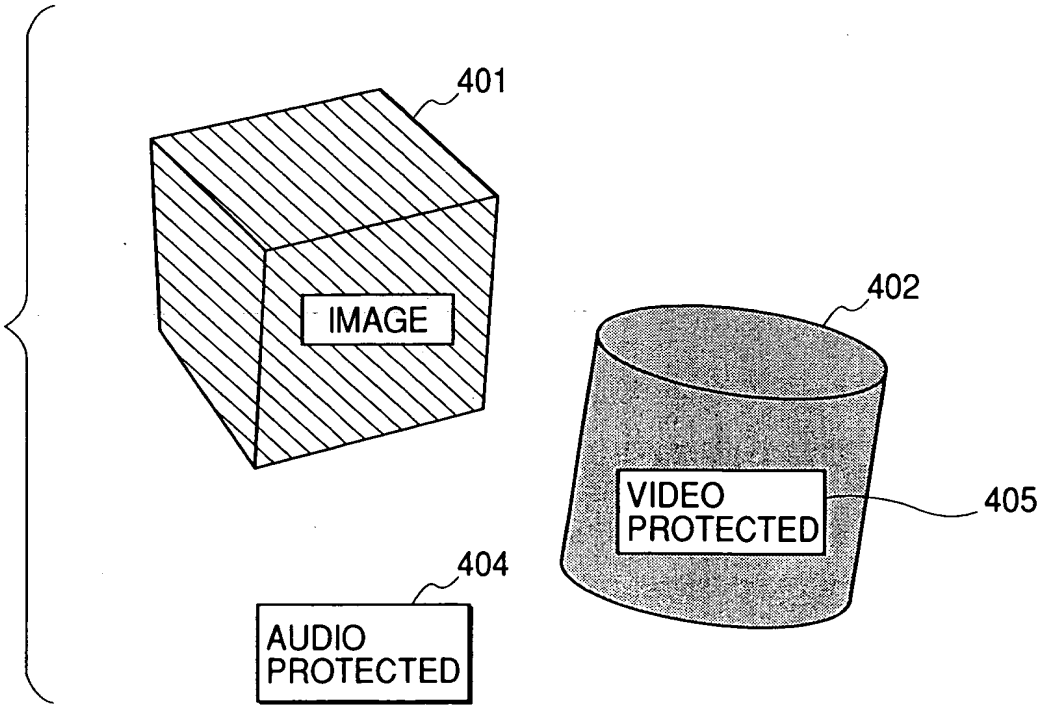
401
IMAGE
402
VIDEO
PROTECTED
405
404
AUDIO
PROTECTED

FIG. 6

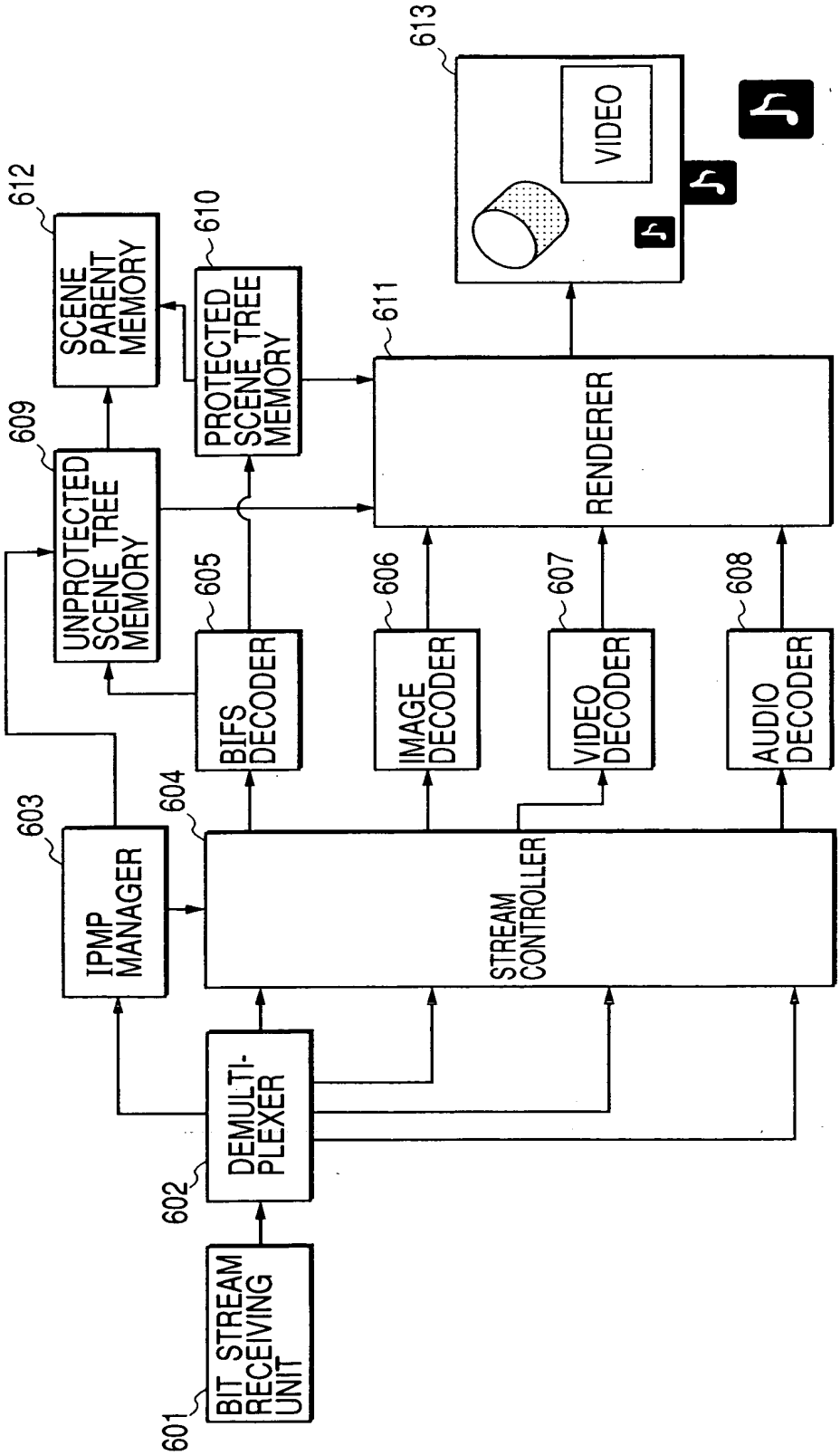
601
BIT STREAM RECEIVING UNIT
602
DEMULTI-PLEXER
603
IPMP MANAGER
604
STREAM CONTROLLER
605
BIFS DECODER
606
IMAGE DECODER
607
VIDEO DECODER
608
AUDIO DECODER
609
UNPROTECTED SCENE TREE MEMORY
610
PROTECTED SCENE TREE MEMORY
611
RENDERER
612
SCENE PARENT MEMORY
613
VIDEO

FIG. 7

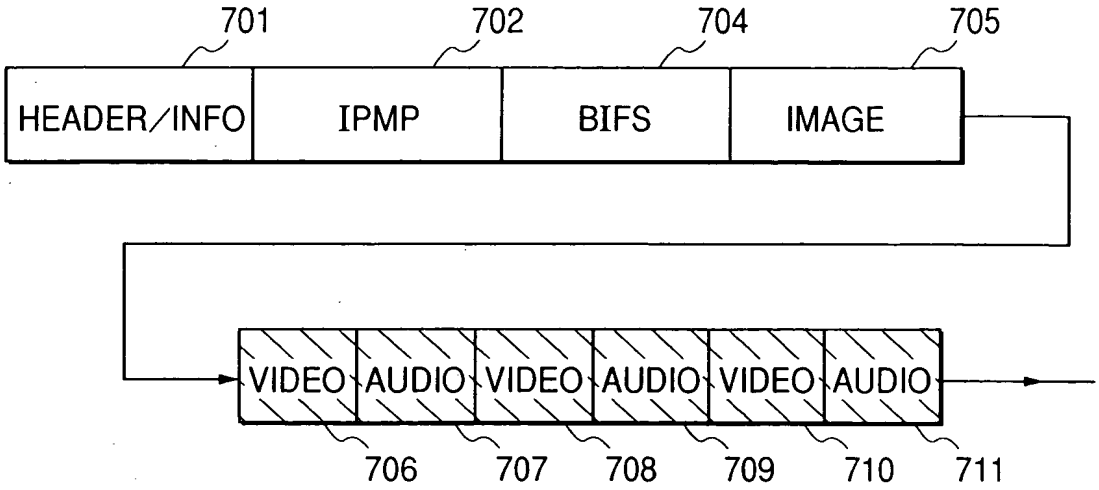
701
702
704
705
HEADER/INFO
IPMP
BIFS
IMAGE
VIDEO
AUDIO
VIDEO
AUDIO
VIDEO
AUDIO
706
707
708
709
710
711

FIG. 9

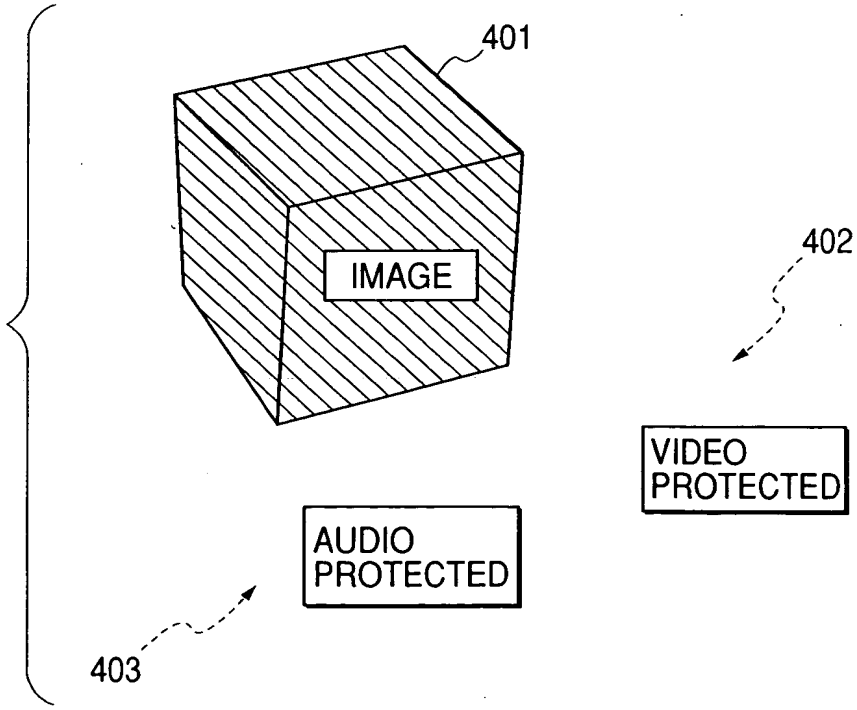
401
IMAGE
402
VIDEO PROTECTED
AUDIO PROTECTED
403

FIG. 8

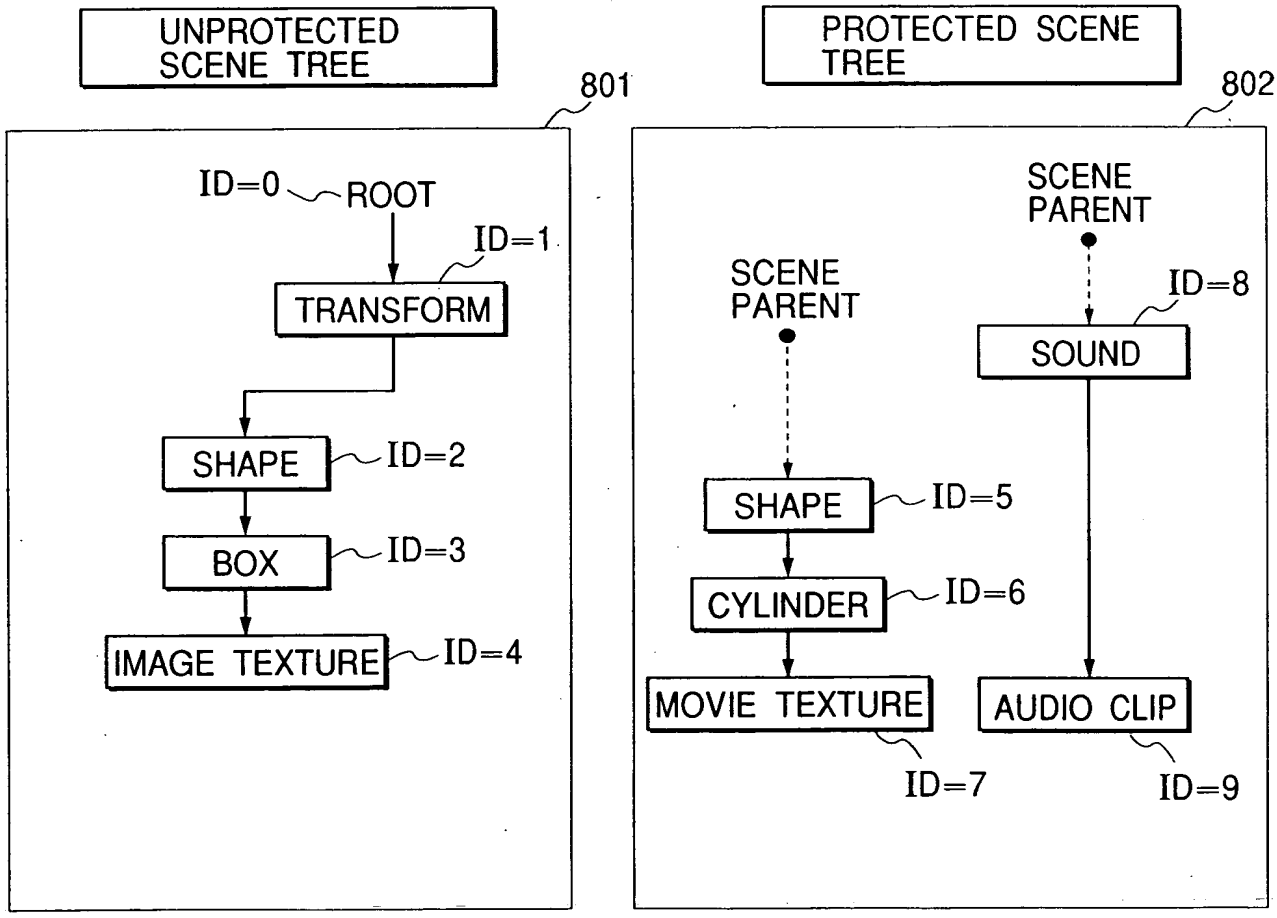
UNPROTECTED SCENE TREE
801
ID=0
ROOT
ID=1
TRANSFORM
SHAPE
ID=2
BOX
ID=3
IMAGE TEXTURE
ID=4
PROTECTED SCENE TREE
802
SCENE PARENT
ID=8
SOUND
SCENE PARENT
SHAPE
ID=5
CYLINDER
ID=6
MOVIE TEXTURE
ID=7
AUDIO CLIP
ID=9

FIG. 10

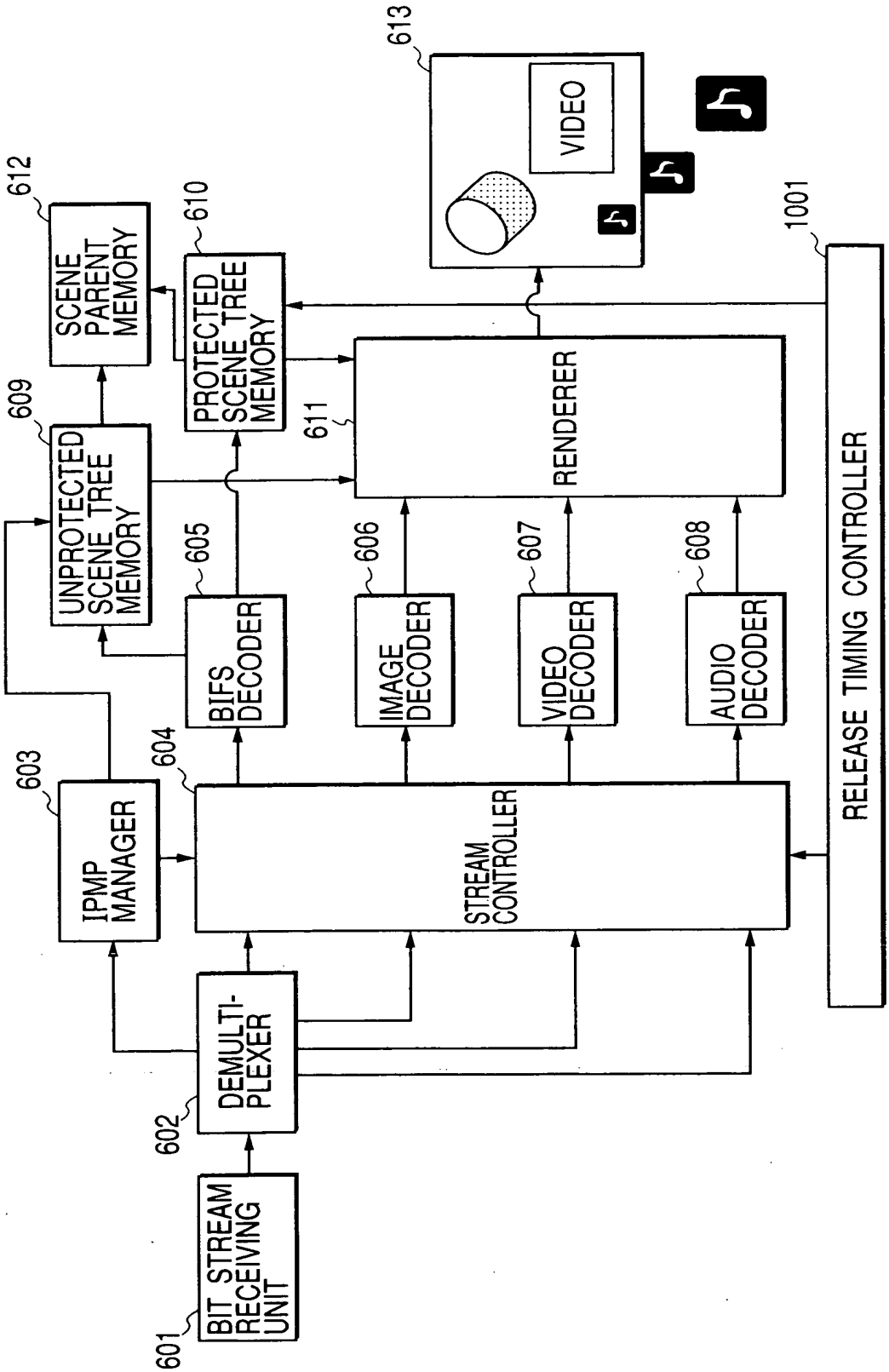
601
BIT STREAM RECEIVING UNIT
602
DEMULTI-PLEXER
603
IPMP MANAGER
604
STREAM CONTROLLER
605
BIFS DECODER
606
IMAGE DECODER
607
VIDEO DECODER
608
AUDIO DECODER
609
UNPROTECTED SCENE TREE MEMORY
610
PROTECTED SCENE TREE MEMORY
611
RENDERER
612
SCENE PARENT MEMORY
613
VIDEO
1001
RELEASE TIMING CONTROLLER

FIG. 11

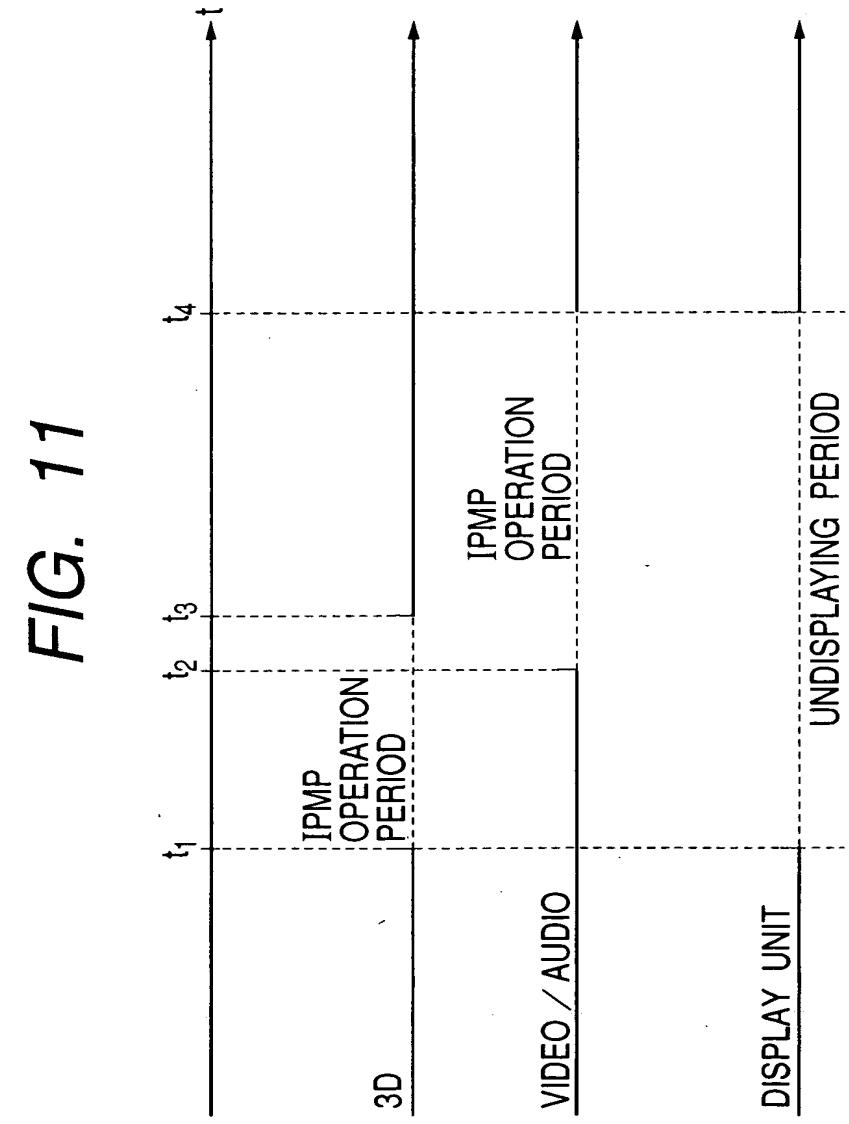
t
t1
t2
t3
t4
IPMP OPERATION PERIOD
IPMP OPERATION PERIOD
UNDISPLAYING PERIOD
3D
VIDEO / AUDIO
DISPLAY UNIT

FIG. 12

```
Transform {                                                    1
 translation -0.926123 1.49168 -0.0233803                      2
 rotation 0 1 0 0                                              3
 children {                                                    4
   Transform {                                                 5
    translation 0 0 -0.976271                                  6
    children [                                                 7
     Shape {                                                   8
      geometry Box { 1 1 1 }                                   9
      appearance Appearance {                                  10
       material Material {}                                    11
       texture ImageTexture {                                  12
        url a1 Texture1.jpg a1                                 13
       }                                                       14
      }                                                        15
     }                                                         16
    ]                                                          17
 }                                                             18
  Transform {                                                  19
   translation 2.26053 -0.0278533 0.867797                     20
   rotation 0 1 0 0                                            21
   children [                                                  22
     Shape {                                                   23
      Protect {                                                24-1
       geometry Cylinder {}                                    24-2
         url a1 IPMP1.dat a1                                   24-3
       }                                                       24-4
      appearance Appearance {                                  25
       material Material {}                                    26
       texture MovieTexture {                                  27
         url a1 Texture2.mpg a1                                28
       }                                                       29
      }                                                        30
     }                                                         31
    ]                                                          32
   }                                                           33
  ]                                                            34
 }                                                             35
 Protect {                                                     35-1
  url a1 IPMP1.dat a1                                          35-2
   Sound {                                                     36
     source AudioClip {                                        37
      url a1 Sound.mpg a1                                      38
   }                                                           39
 }                                                             40
```